


Re:1830 - Best Strategy Game - Sunday, September 28, 2008 8:05 PM


I've really made me want to play this game... Maybe it'll show up at gog.com soon for \$5.99. \$36 is sadly out of my price range temporarily, and likely won't be there anymore in a couple of weeks when I'm not hurting for money anymore.

 Re:1830 - Best Strategy Game - Monday, September 29, 2008 5:40 PM

You want to hear something sick? Well, I am going to play some more 1830 tonight in the middle of this market meltdown. That's like saying I am going to play some CAW (Carriers at War) in the middle of Pearl Harbor, but this is my favorite game. What can I do?


In the only good news today, I spoke to www.westpark-gamers.de (premiere 1830 game info site on the Web ... they are BG oriented, but it makes no difference for PC 1830). They have agreed to host this 1830 Showcase as a PDF when I finally wrap it up.

@WG MOD: I've received no official response from you folks, but I will credit the WG as the original source of the content.

 Re:1830 - Best Strategy Game - Monday, September 29, 2008 7:22 PM


Here is another delayed start thought when buying the B&O Private. Since you'll be performing the ultimate action during the selling of the privates by buying the B&O, you can let everyone else commit themselves during the first Stock Round before you buy into another RR (other than floating the B&O Public). During the very first Stock Round, there can be no selling of certificates. Thus, by trading (going) last, you are guaranteed that no one can seize the B&O Presidency from you. Of course, in subsequent Stock Rounds, you can always sell off in order to protect your eventual B&O Presidency. In the meantime, by not floating the B&O Public, you are receiving a dividend \$30 on each Operating Round. Initially, this is a nice little dividend (payable until the B&O private closes when the B&O public floats and purchases its first rolling stock).

NOTE: Privates are short lived non-public companies which open the game of 1830, generally purchased by bidding and possibly an auction. They are also a means of raiding your own RR treasury for funds (private cash). You can raid for up to double the face value of the private. Also, privates are generally endowed special features that may enhance your particular 1830 strategy in a given game.


 Re:1830 - Best Strategy Game - Monday, September 29, 2008 7:24 PM

A quick look at the privates immediately prior to me buying the B&O Private and the first Stock Round.

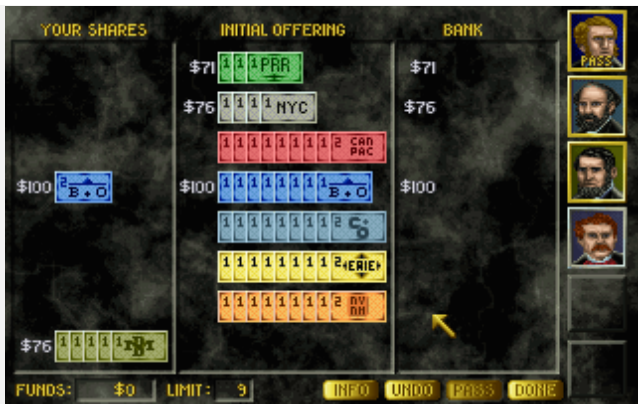
Schuylkill Valley \$20 Revenue \$5		<p>OWNING CORPORATION GETS ONE EXTRA TRACK PLACEMENT ON C&SL HEX.</p> <p>OWNING CORPORATION MAY PLACE TRACK AND A FREE RAILHEAD ON D&H HEX.</p> <p>OWNER MAY EXCHANGE M&H FOR A SHARE OF NYC, CLOSING THE M&H CMD.</p> <p>INITIAL PURCHASER RECEIVES A SHARE OF PRR.</p> <p>INITIAL PURCHASER RECEIVES PRESIDENT'S CERTIFICATE OF B&O. CLOSED UPON B&O'S FIRST TRAIN PURCHASE.</p>
Clamplain & St. Lawrence \$40 Revenue \$10		
Delaware & Hudson \$70 Revenue \$15		
Mohawk & Hudson \$110 Revenue \$20		
Camden & Amboy \$160 Revenue \$25		
Baltimore & Ohio \$220 Revenue \$30	UNOWNED	

 Re:1830 - Best Strategy Game - Monday, September 29, 2008 7:28 PM

Left bottom corner is the face value (initial asking price) and right bottom corner is the dividend (until it closes; payable to the investor or the owning RR). They close when the first 5-Train is sold. Like everything else in 1830, game phases are driven by a technology tree (actually linear) which is the by product of rolling stock (train locomotive) sales.

 Re:1830 - Best Strategy Game - Monday, September 29, 2008 7:33 PM

My delayed start. Holding on to the B&O Private (and Presidency) while exploiting the B&M RR.



Re:1830 - Best Strategy Game - Monday, September 29, 2008 7:37 PM

Huntington is the most reliable President of the various RRs (least likely to dump on me), since he holds the lowest face value of privates in his portfolio. Thus, he needs his dividends from well managing B&M RR more than either Scott or Ames will. I can trust; at least, briefly (to share a common interest with me).

Besides seeing my stock holdings, you see my B-O private certificate.



Okay, laissez les bonnes temps roulez! :)

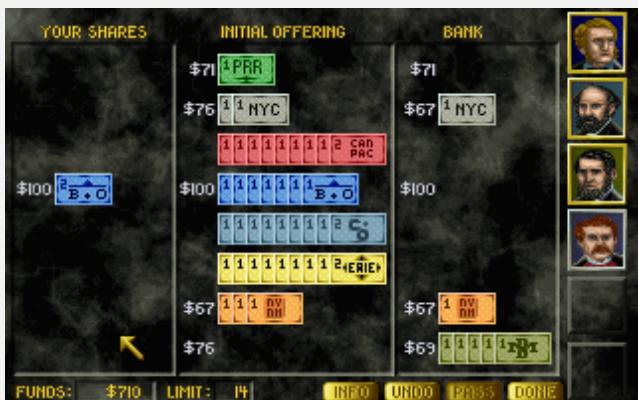
Re:1830 - Best Strategy Game - Monday, September 29, 2008 7:54 PM

Ha ha ha!

Look at this, Huntington is trying to take the B&O Presidency from me. It won't work; that's why the Presidency is a 20% equity stake. It gives you a head start in a foot race.



In the meantime, let the games begin! I am going to dump Huntington's B&M at \$100/share and drive down it down to \$69/share like this!



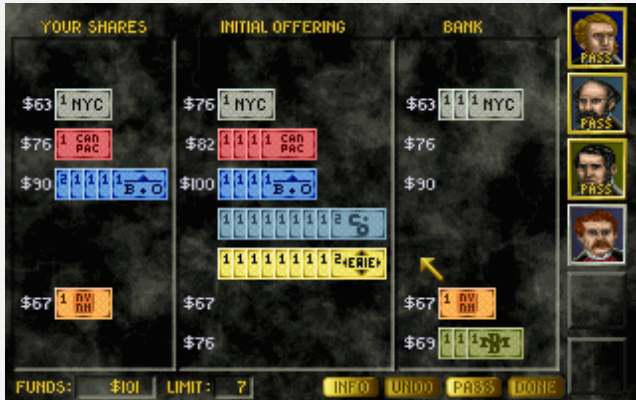
Then, I plan when in the next Operating Round with a well capitalized B&O to buy the first 4-Train (eliminating the 2-Trains) and cause some grief. Ha ha ha!



Yes, we're having fun now!

Re: 1830 - Best Strategy Game - Monday, September 29, 2008 8:04 PM

I float the B&O and diversify into three other RRs at 10% equity. Now, I would rather not be sitting on \$101 cash exiting this Stock Round, but taking an equity stake of 20% in any RR would make me extremely vulnerable to have the RR dumped on me. So, I'll have to hold cash. Note, in 1830, cash makes no money; there is no interest. (That's why you invest in stocks!)



Re:1830 - Best Strategy Game - Monday, September 29, 2008 8:06 PM

Also, note that if you sell something in one Stock Round, you cannot buy it back during the same Stock Round. That's why I cannot pick up a share(10%) of B&M; having sold off the stock on the first rotation (turn).

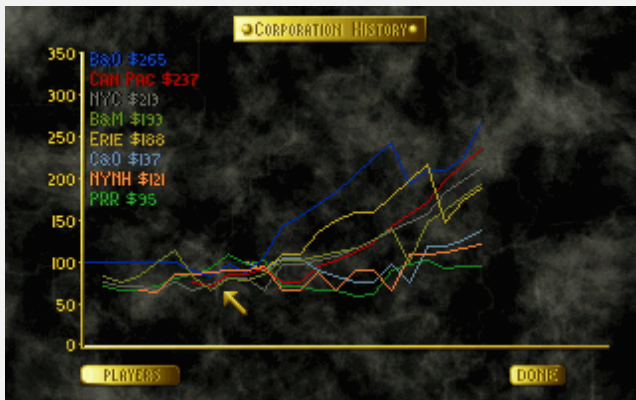
Re:1830 - Best Strategy Game - Monday, September 29, 2008 8:08 PM

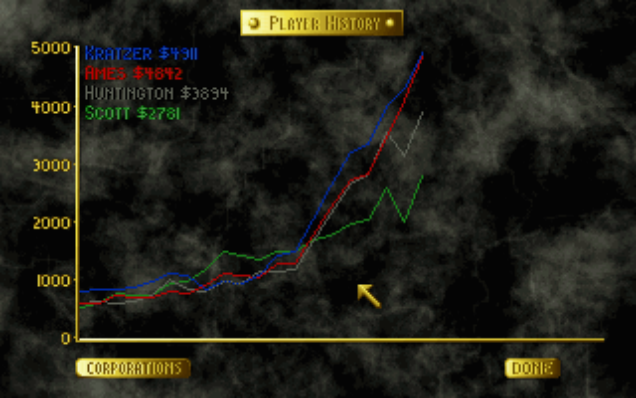
By the way, I probably won't win this game. One shouldn't chat while trading ... see you all later.

Re:1830 - Best Strategy Game - Monday, September 29, 2008 8:50 PM

Okay, below you see how my late starting B&O performed relative to rest of the field of RRs trading on the Stock Market. Not, bad at all. As President of the B&O, I turned in some pretty healthy gains.

Furthermore, I will let you know that I won this game. A very close game where I was clearly destined to lose! You can see Ames overtaking my Net Worth below! I was a goner. So, how did I pull out a win? Well, I punched him the stomach, of course. But that --- is a story for tomorrow ... I will show how I did it. :)





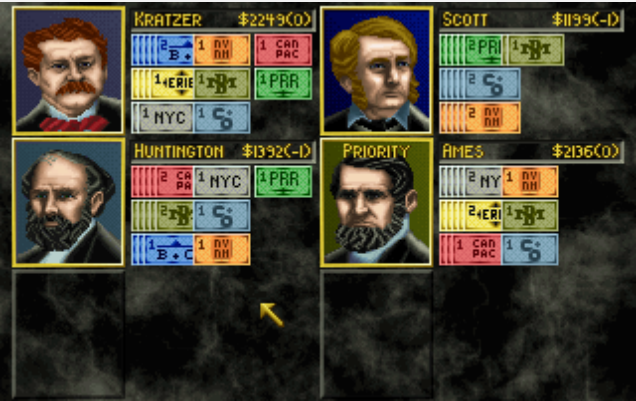
Re:1830 - Best Strategy Game - Tuesday, September 30, 2008 1:54 AM

lol good going. I look forward to the tale.

"The nations of the world will have to unite, for the next war will be an interplanetary war. The nations of the earth must someday make a common front against attack by people from other planets." ---General Douglas MacArthur- Oct. 8, 1955

Re:1830 - Best Strategy Game - Tuesday, September 30, 2008 6:59 PM

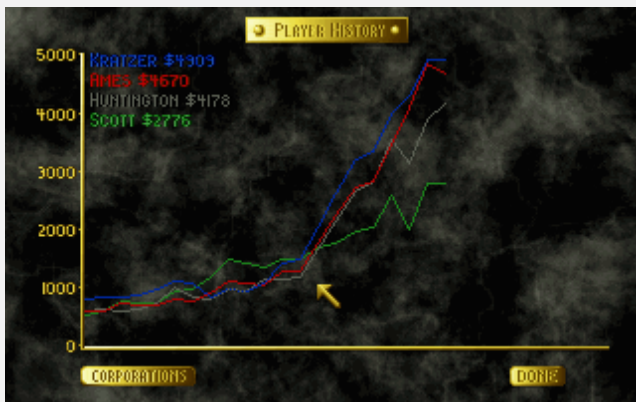
Observe that Ames is President of the Erie RR and holding 60% and it is trading at a very nice \$200/share. (Yellow stock and/or token on the Stock Market.)



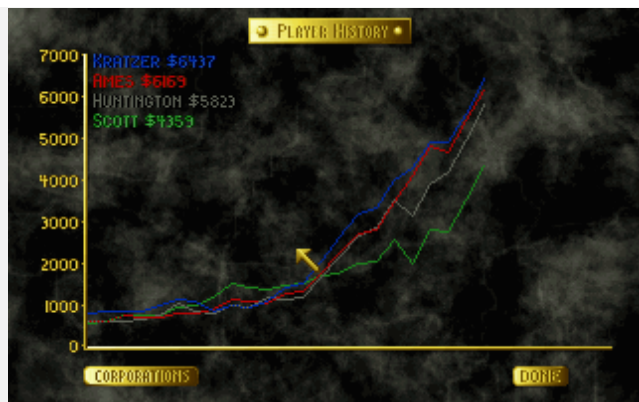
Now, how to punch him in the stomach? Dump Erie shares and drive the price down to \$130/share. This will hurt both of us as I sell off three shares. But it is going to hurt him just a bit more than me, since he is holding more equity.



Look at the Net Worth graph immediately after I pull this move. Look at the dip in both of our Net Worths', but note that Ames takes the sharper drop than me. That's the important thing here, doing more harm to someone else than yourself. It's like calling in artillery on your own position --- it's okay if the enemy is running in the open and you are hunkered down in your foxholes.



Now, the final Net Worth graph. I just slide by Ames with this move.



Here is our final portfolio valuations.

	WINNER! KRATZER CASH :\$4033 STOCK :\$3109 TOTAL :\$7142		AMES CASH :\$3572 STOCK :\$3329 TOTAL :\$6901
			HUNTINGTON CASH :\$2973 STOCK :\$3582 TOTAL :\$6555
			SCOTT CASH :\$3035 STOCK :\$2075 TOTAL :\$5110

And that is how you punch someone in the stomach! :)

Re:1830 - Best Strategy Game - Tuesday, September 30, 2008 8:23 PM

Okay, here is today's bit of stupidity as it relates to this thread.

I downloaded and installed QVPDF 3.2 to turn this thread into a single PDF document for WestPark Gamers or, at least, do a trial run, since I might still add more content.

Now, this software is the "Swiss Army Knife" of PDF creation. Except I have one small problem all the information and help is auf Deutsch (in German). I only studied German 30 years ago and I was never very good at it. Oh, well, at least, the user guide does have nice pictures ... maybe that will help.

Aargh!!!

Re:1830 - Best Strategy Game - Thursday, October 09, 2008 2:49 AM

Anyone have some good suggestions for free and easy to use tools to turn this thread into a single downloadable PDF?


I only want to spend an hour on the project and not a day. Thanks.

Re:1830 - Best Strategy Game - Thursday, October 16, 2008 1:39 PM

"Anyone have some good suggestions for free and easy to use tools to turn this thread into a single downloadable PDF?

I only want to spend an hour on the project and not a day. Thanks."

Seriously ... none of you wargamers/AAR writers have any PDF know how to help me? I just don't want to invest a lot of effort on this, since it is pretty much a one time thing for me --- as opposed to me being a technophobe and software challenged. I looked at QVPDF, but the user guide was in German ... I only struggle with German while playing games. THANKS!

 Re:1830 - Best Strategy Game - Thursday, October 16, 2008 2:08 PM

Have you tried nitro?

<http://www.primopdf.com/>


You can't edit in the free version but you can add additional pages.

haven't tried it but CNET recommends cutepdf-

<http://www.cutepdf.com/Products/CutePDF/writer.asp>

<MESSAGE EDITED BY GHOSTRYDER ON THURSDAY, OCTOBER 16, 2008 2:11 PM>

"The nations of the world will have to unite, for the next war will be an interplanetary war. The nations of the earth must someday make a common front against attack by people from other planets." ---General Douglas MacArthur- Oct. 8, 1955

 Re:1830 - Best Strategy Game - Thursday, October 16, 2008 2:21 PM

By add you mean, I can take like 5 Web pages and append them all into one PDF, yes?

That's all I want is to print the thread from my browser to a PDF and combine the PDFs to one file.

Then, I can turn this showcase over to WestPark Gamers. Of course, buying something is not in my plans. I tried signing up for Adobe's free online trial, but it butchered my test run.

 Re:1830 - Best Strategy Game - Thursday, October 16, 2008 4:19 PM

After three weeks, I am back. A very close game of trading. Closer than the Net Worth graph shows.

Drew basically had the game with a slight lead. Not so much his rate of wealth accumulation, but mainly he was simply out in front with more wealth. Being close like this is fairly precarious anyway, since you know your RR stocks of which you are president will probably get churned (repeatedly sold and bought by the AI to drive down their share prices).

Drew was happily running two 4-trains with his PRR and raking in a ton of revenues. I pressed him by accumulating treasury cash with my NYC as a threat to buy a Diesel and rust his 4-trains. Drew countered by accumulating cash himself to \$1000+, but with no interest in trading in one of his 4-trains, since the revenues on two 4-trains were probably going to exceed a single Diesel. Note, at \$1000+, he was a little shy of outright buying a Diesel for \$1100. Having 95% of the cash for a Diesel certainly did seem the safe way to go, since it mainly protected his personal wealth from being raided to buy a Diesel in the event that someone else beat him to it. In the meantime, not withholding dividends would certainly see that PRR shares close the game at a higher price. Fairly a wise play for computer AI!

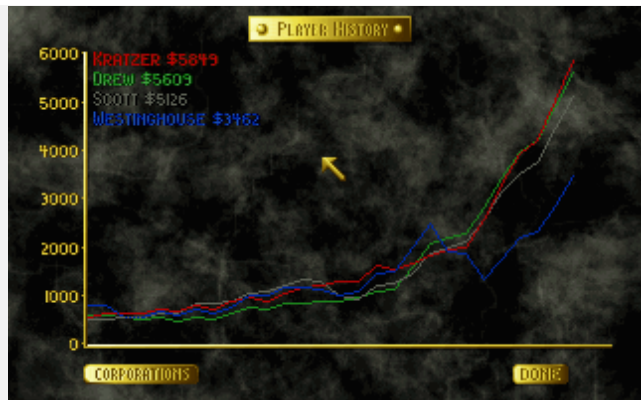
Finally, I knew what I had to do. Instead of outright buying a Diesel (operating right before Drew's PRR), I traded in my 6-Train for a Diesel. This reduced my NYC withholding as well allowing my shares to close at a slightly better price. But most significantly, this left Drew's PRR following me trainless. Not having the money for a Diesel (\$1100), but having my used 6-Train (\$630) traded back to the Bank, forced him to purchase 6-Train even though he had 95% of the treasury money stashed away to buy a Diesel.

The net result of this maneuver on my part was two fold. First, I effectively wasted the extra withholding Drew has done with the PRR, since PRR ended with about \$400 in the treasury which it could not spend. Second, by forcing a 6-Train on his PRR, I denied the PRR the greater earning potential of a Diesel which he had well planned for.

The above maneuver helped me to keep Drew's revenues suppressed. Finally, some good usage of NYC's station tokens to control the main Diesel trunk between New York and Chicago allowed me to limit Drew's revenues while boosting my own.

It was all just enough as the Net Worth graph shows below.

In 1830, there are many, many different ways to win. Some are quite subtle and it really takes an alert player who is not simply going through the motions to find the solution to pull a win out from a likely defeat. Ask yourself how many one hour strategy games require the continuous alertness of an FPS to score a win? Not many ... perhaps just 1830!



<MESSAGE EDITED BY MARKSHOT ON THURSDAY, OCTOBER 16, 2008 4:23 PM>

 Re:1830 - Best Strategy Game - Thursday, October 16, 2008 5:40 PM

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By 'add' I mean-say you do an 8 page pdf and decide to add two more pages to the existing document -

the downside is the free version doesn't allow editing- therefore you pretty much have to make corrections before the conversion.

From what the cutepdf site says editing with that is possible but I'm not sure as I've no experience with it.

There's probably open source solutions like open office is to Microsoft office but I've done little with pdf files.

Adobe's conversion site looks like it's fee based so that's out and it may offer little more than the free versions mentioned.

You could also consider the .chm format- since it's a windows format and is growing very popular as an alternative- any windows based system can open .chm documents without the need of 3rd party software. .chm files is the default windows help file format. The entire manual of the game engine I'm using currently is written in it and for the most part I like it more than .pdf written manuals.

http://en.wikipedia.org/wiki/Microsoft_Compiled_HTML_Help

Because it's basically a HTML based system converting a thread should go much more smoothly as well. And all the resources are free.

For an example to how .chm compares to .pdf look here at the online A7 manual and note the easy formatting.

<http://www.conitec.net/beta/acknex.htm>

<MESSAGE EDITED BY GHOSTRYDER ON THURSDAY, OCTOBER 16, 2008 5:45 PM>

"The nations of the world will have to unite, for the next war will be an interplanetary war. The nations of the earth must someday make a common front against attack by people from other planets." ---General Douglas MacArthur- Oct. 8, 1955

 Re:1830 - Best Strategy Game - Friday, October 17, 2008 2:40 AM

Dunno how helpful it is right now, but I create my PDFs from the OpenOffice suite's Word Processor. The package is free, but you can't edit PDFs afterwards, so it's best to save a "working version" of the document in normal OO format. I use it for creating CVs and resumes complete with scanned reference letters etc.

[color="#008080"]Everyone thinks of changing the world, but no one thinks of changing himself.[/color]


 Re:1830 - Best Strategy Game - Friday, October 17, 2008 1:05 PM

I previously mentioned the following technique:

Here is another delayed start thought when buying the B&O Private. Since you'll be performing the ultimate action during the selling of the privates by buying the B&O, you can let everyone else commit themselves during the first Stock Round before you buy into another RR (other than floating the B&O Public). During the very first Stock Round, there can be no selling of certificates. Thus, by trading (going) last, you are guaranteed that no one can seize the B&O Presidency from you. Of course, in subsequent Stock Rounds, you can always sell off in order to protect your eventual B&O Presidency. In the meantime, by not floating the B&O Public, you are receiving a dividend \$30 on each Operating Round. Initially, this is a nice little dividend (payable until the B&O private closes when the B&O public floats and purchases its first rolling stock).

NOTE: Privates are short lived non-public companies which open the game of 1830, generally purchased by bidding and possibly an auction. They are also a means of raiding your own RR treasury for funds (private cash). You can raid for up to double the face value of the private. Also, privates are generally endowed special features that may enhance your particular 1830 strategy in a given game.

Well, I was just rereading an article, "A Bed of Steel" by Alan Applebaum. He makes a very good case that the above approach is counter-productive. The combined revenues and share appreciation will rapidly overtake the \$30 dividend paid by not floating the B&O RR and instead hold the B&O Private. His logic seems sound. So, I am not sure if I will try a delayed start holding the President's share of the B&O.

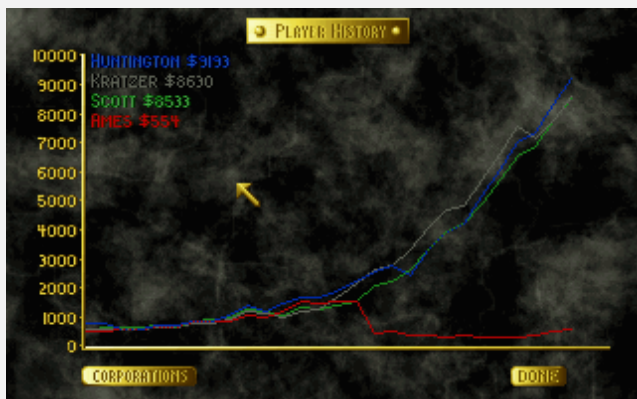
 Re:1830 - Best Strategy Game - Saturday, October 18, 2008 2:41 PM

I just played a most unique game. Why? Well, I've seen the AI go bankrupt many times which immediately ends the game. However, I think this time I saw something very special ... I think the AI held off driving one of the AI investors into bankruptcy until I was no longer in the lead. Thus, making sure that I would not secure the win.

Here have a look for yourselves. You'll see the Net Worth graph. Notice that Ames has been brought to his knees. Yet, he struggles along. In fact, by the end of the game, he is showing a little rise in wealth. After all this, there is no reason to assume that he is going to fold.

Now, in the meantime, I am clinging on to a slight lead. I tried to put a move on Huntington who was in the lead by stripping the NYC RR clean in preparation for dumping it on him. That would have allowed me to lock in some cash and hand Huntington with a \$1100 charge to buy a diesel. In the meantime, I was hoping to just squeak by in terms of Scott. However, Scott managed to block my dumping of NYC RR on Huntington (I won't cover the technical details here). In meantime, the AI predictably dumped my stock driving the share prices down. You see the sharp drop there in my Net Worth.

So, we go back into the final Operating Round (as the bank is about to break signaling the end of the game). So, I am literally minutes away from posting a loss when Ames get his turn and drives himself into bankruptcy ... much, much to my amazement. I have never seen a bankruptcy be so deferred and then so close to end of the game be declared. I am convinced Ames had held off his bankruptcy until it was clear I no longer held the lead. What a game!





 Re:1830 - Best Strategy Game - Sunday, October 19, 2008 12:35 PM

Stay tuned, folks, I plan to post later about 1830 stock picking. Part of the great fun of this game. Also, this is one of the few places where you can safely pick stocks without fear of losing your shirt.

Believe it or not, there are even some analogs for fundamental and technical analysis when it comes to 1830's stocks. :)

 Re:1830 - Best Strategy Game - Sunday, October 19, 2008 2:34 PM

Okay, I said I would talk about 1830 picking. Now, in terms of investing, you will actually be picking three entities:

- Private companies
- RR companies to float (IPO & manage)
- RR stocks

I am not going to talk about the Privates now. They do play a key role, but picking happens in very first minutes of the game.

I will talk about RR picking (which actually is a form of stock purchase) and stock picking ... as stocks are a main focus of the game. Remember this is a game of business and trading more than it is one RRing. The main form of play is alternation between Operating Rounds (RR management) and Stock Rounds (trading).

Before I talk about RR picking, let me talk about why stock picking is important. We will assume we are discussing the four player game with standard options. You can have from 2-6 players. The number of players significantly impacts game behavior. So, much of what I say below may not be true for 2 or 6 player games.

Why do you the 1830 player need to know how to pick stocks? Only stocks will grow your Net Worth. There is not interest paid on your funds. There are no bonds to buy. Only stocks will make you richer. So, you'll buy stocks.

Because there is a certificate limit of 16 certificates and towards the middle and into the end game, you will end up bumping up against this limit. So, you'll want to own the best stocks in your portfolio given your limit or money available to spend which will achieve your investment objectives. Also, stocks are a finite resource ... meaning just because you have money to buy doesn't mean the best stocks will still be trading. Unlike the real world, if other investors fully hold a RR, there is no making an offer for a stock you want. Either there are still IPO shares or shares in the Bank, or you cannot buy it.

NOTE: I am generally going to use the term stocks or certificates or shares interchangeably. A certificate either represents 20% equity known as the President's certificate or 10% equity. Thus, all RRs have 9 certificates available for 100% equity.

Now, when picking stocks, we are usually talking about buying shares in RRs that you are not President. This is one of the really interesting aspects of the game. Of course, you will usually hold 50% or 60% of any RR in which you are President. But that is not interesting. Why? Well, as President, you are relatively safe from dirty tricks, since you are the management. A dirty trick would simply hurt you more than anyone else ... so, you'll protect your own interests. As President, there will be no surprises and you know well what the evolution of the RR should be. It's one you are not President that it gets really interesting buying stock. You don't know how the RR will evolve. You don't know if you go long on the stock if the RR won't be raided by the President and dumped on you! Thus, when picking stock, you really need to know your own goals and be able to analyze the situation to do your best to predict what a RR will do. I mention your own goals, since these goals can and will change at different points in the game. That also adds to the fun.

So, finally, you may ask, "Why can I just not win the game by only holding stock in my own RRs? Why must I invest the RRs of others?"

Generally, in the four player game, you can end up owning (being President) from 1-3 RRs. Have I won a game not being President? Yes, very rare. Have I won a game holding four RRs? Yes, just once in like 600 games. Typically, you'll finish the game owning two RRs. Given that you

cannot usually hold more than 60% (5 certificates) and the limit is 16; this means that you will have to hold stock in other RRs. Now, if you do own 3 RRs, you can finish the game just owning your own stock. However, depending solely on your own stock to win is a risky proposition. Why? Because the AI will thrash any stock you own and drive down the price. Thus, the more of your own shares you own the more vulnerable you are to this ploy. There is no point for the AI to intentionally thrash its own shares. So, it won't do that. Stock thrashing hurts the largest share holder which in this case would be an AI investor. That's why they thrash yours and not theirs. So, to protect your portfolio and win the game, you are going to pick stocks of RRs which do not own. Additionally, in the early game, there will be times when you don't enough cash to float (start) a RR. However, you don't want to sit on cash as you want it to grow. So, you'll pick stocks to grow your worth to the point that you can float a RR.

To recap, I have explained why you MUST pick stocks and why PICKING stocks is a very important part of the game.

I'll be back later to discuss some of the considerations of good stock picking and the consequences of bad stock picking.

 Re:1830 - Best Strategy Game - Sunday, October 19, 2008 6:30 PM

Bravo Markshot! I'm trying to understand this game better, and this thread has helped me immensely (not to mention even perking my interest in the game in the 1st place!!). I'm a regular reader of this thread, and just wanted to say thanks for the work you're putting into it.

"You underestimate my power!!!!"

-Anakin Skywalker, moments before jumping and having three of his extremities hacked off by a lightsaber.

 Re:1830 - Best Strategy Game - Sunday, October 19, 2008 6:47 PM

Did you try, Westpark Gamers?

<http://www.westpark-gamers.de/en/blank>

Click the 1830 link.

I literally learned everything from that collection of articles. I've probably have read them 4-5 times over two years and take something more away on every reading. Nothing I am presented here is original, but I am planning to give this showcase to Westpark later. I think it does a fair job of letting the reader know what it feels like to play the game. The articles are less about the feel and more about technique ... they assume you got the mechanics down.


I recommend to read the last article "1830 Advanced Strategies and Common Mistakes" first. It is very nicely laid out and not too technical. Also, play first on the EASY setting. If I recall, on EASY, the AI let's you win all bids for privates. This equates to getting bonus cash, since you will sell your private(s) into your public RR at twice face value to raid the treasury. At which point, you have two options ... if the RR is worthless and you can dump it another player, then get your cash out and combined with the cash from the private float a new RR. Or if not totally worthless or no victim for a dumping, then you wait until you can float a second RR at PAR of \$100. This will give you a treasury of \$1000. Use part of that \$1000 to buy a soon to be obsolete train (like a 2-Train or a 3-Train) from RR #1; this allows you to transfer cash. Ideally you want both RR #1 and RR #2 to be sitting on at least \$451 cash. This gives you \$450 to buy a 5-train (cheapest permanent train) and \$1 in case you want to buy a train from another one of your RRs later; you need a minimum of \$1 to do the transaction.

The other thing which will happen on EASY is that some of the AI's more advanced strategies will be disabled. I don't think you'll see the AI dump an RR on you at EASY. Also, I don't recall the AI will thrashing your shares and hammering their price down in the end game either.

Good luck!

 Re:1830 - Best Strategy Game - Sunday, October 19, 2008 7:27 PM

What I really need to do for a good discussion of stock picking is rather than just laying out cases is to collect a nice buffet of examples from actual games. That will make the discussion of picks much more concrete. On the other hand this is going to take some time to assemble, since I need to get through a decent number of games to see various cases come up. So, patience please.

 Re:1830 - Best Strategy Game - Sunday, October 19, 2008 11:42 PM

Yes i've always been very weak in stock market portions of any game I played. This thread has helped some but I'd probably have to re-read it 10 times before it sank into my thick head. This is a great thread.

"The nations of the world will have to unite, for the next war will be an interplanetary war. The nations of the earth must someday make a common front against attack by people from other planets." ---General Douglas MacArthur- Oct. 8, 1955

What follows is everything you'll want to know about picking a RR which is a special case of a stock pick (buying the President's share). Here goes ...

I'll talk a little bit about RR picks in 1830. The standard game offers 8 RRs which can be floated (made operational) by the player. This is done by first buying the President's share - 20% equity certificate. (This is why the Priority Deal is important, since it allows you trade first and pick the best company for your strategy.) At least, 60% of the company IPO shares need to be bought by you or others to float the company. So, you'll usually put in 60% of the treasury and the balance of 40% will be funded by the bank. Other investors can hope you float a company, but the AI will rarely do it in a four player game.

Now, there 8 RRs and they are not all equal:

- (1) Different initial starting locations.
- (2) Different number of station tokens.

Location has the following issues:

- * Proximity to earning cities.
- * Terrain issues that cost extra for track laying like mountains.
- * Possibility of cooperative track laying with another appropriate RR

Station tokens has the following issues:

- * Tokens range from 2-4.
- * More tokens allow you to dominate long runs; guaranteeing late game revenues.
- * More tokens allow you to break up other RR's good runs; depriving them of revenues.

There are good early game RRs and late game RRs:

- * Early game mean good ROI on small investment in the start of the game, but they plateau in later game earnings.
- * Late game means lower earning at the start; require more capitalization, but have the potential to generate large revenues late game.
- * Few RRs can achieve both.
- * Despite the characterizations ... nothing is set in stone. Much depends on how you and others lay track; the degree of capitalization; and finally what pair of RRs an investor owns. Certain RRs make very strong pairs as they share track. Shared track means faster line building and mutual protection of the line.

Back to Location:

- * The NY area is a prime location. The area has good revenues. Early game revenues can be good and late game revenues can be good if you don't get boxed in.
- * The NY area has two choke points to the North (Albany) and to the South (Baltimore). Seek to control these and you will improve late game revenues while denying the same to others.
- * A valuable rail trunk runs across the map from NY to Chicago. Dominate this trunk with RRs with 4 tokens and you will have solid late game revenues.

IPOs:

Part of the beauty of the game is that you set the PAR price. The initial share price:

- * Low PAR and you need less cash to float and the initial ROI will be better. (lowest is \$60/share)

- * Low PAR mean low capitalization for your RR. It will get into trouble and either have to withhold dividends or need a second RR to bail it out.
- * High PAR means you need more cash to float. (highest is \$100/share)
- * High PAR means better capitalization. Your RR will have legs and may be able to pay dividends the entire game. Or it may have money to bail out another RR.
- * Typically, your first RR floats for a low PAR and your second RR floats for a high PAR.
- * Finally, a high PAR means a higher share price which means and improved chance of closing the game with a higher share price.

RR strategies - you can have a number of different goals with RRs:

- (1) Float a poorly capitalized RR when you hold good privates for the sole purpose of looting the treasury. Remember you put in 60 cents on the dollar, but when loot the treasury, you will get back two dollars on your 60 cents.
- (2) Float an initial poorly capitalized RR around NY to generate good ROI. The earlier you earn every dollar, the more valuable it is ... think of a compounding affect ... all wealth comes from investment. The more you invest and the sooner, the more you end up with.
- (3) Float a somewhat better capitalized early company and don't concern yourself with good ROI. Instead make sure that the RR will pay dividends every Operating Round turn. Revenues may not be great, but the stock may close at \$350/share. The appreciation will out weigh the poor dividends.
- (4) Float a well capitalized second RR to use part of its treasury to bail out an earlier RR.
- (5) Float a well capitalized RR without good early ROI, but that has four station tokens and straddles the main NY <-> Chicago trunk. Grow the line to maximize late game revenue while choking off such revenues from everyone else.
- (6) Float two RRs in close proximity. Either two around NY so that they can totally dominate that area or two along the NY<-> Chicago trunk. With two, you can fully dominate the key access points. Additionally, cooperative building will mean that beat anyone else and their track laying.

... there are other strategies, but these are the major ones ...

Note, that I haven't mention a single specific RR. Why? Well, the articles I have cited cover that pluses and minuses of each RR and how they can be used and evolved. Any serious player should read these articles. Additionally, when reading you will find quite a variance of opinion regarding particular RRs.

Finally, number of players substantially changes strategies. I've played six player for a while. In four player, in the end game stock share price is king. In six player or four player with extend cash, revenues take on a much more important role. Solid revenues can overtake good share price to win the game.

And what are revenues and share price?

- * Share price comes from faithfully paying dividends. It can be a very low dividend, but it still drives up the share price.
- * You can also have a low share price and a very nice dividend. Nice dividend usually comes from either multiple trains, more advanced trains, Diesels (unlimited run) and having built a sizeable network. The get that network you usually need one or more RRs with lots (4) tokens to control the main NY <-> Chicago trunk and access to NY.

This concludes my discussion of floating RRs. A special case of stock picking where you buy the 20% President's Share. The important thing when you make that purchase is that you should the merits of each RR yet floated. You should know what you want to do with the RR. Lastly, you should IPO at a PAR consistent with your objectives.

Lastly, you either have cash for the IPO or you raise it by selling stock. This is one of the reasons why stock picking is important. Good picks allow you to IPO your own RR sooner. Poor picks and you won't be able to IPO and the RR you want may be floated by someone else. Additionally, the Priority Deal is important, since it gives you the first trade so that you can pick the RR you want to float ... and if you are raising cash by selling stocks you are guaranteed to get the best price, since you'll dump your shares before anyone else does ... meaning the price will be at a trading high when you sell ... after that the stock will trade lower for future sellers.

Welcome back to the investment World of 1830. I will repeat some what I recently covered, but the perspective will be slightly different. Additionally, I am going to demonstrate the mechanics of transferring cash from your RR #2 to your RR #1. This is a pretty standard technique in the game and used at least 75% of the time.

As previously stated, you can float a RR for as little as PAR=\$67/share to as high as PAR=\$100/share. This equates to possibly putting down \$402 to \$600 of your personal funds respectively assuming that you fund the full 60% yourself which in the four player game will probably happen. This equates to your RR having an initial treasury of \$670 to \$1000 respectively. (remember 40% of the treasury comes from the Bank)

Now, in the four player game, your initial funds is \$600. However, you'll have less if you picked up any private companies.

However, assuming you have \$600 in funds, then should you float your first RR at maximum PAR? In general, the answer is "NO". You want to float RR #1 for a low PAR. Why?

(1) The initial trains which are 2-Trains (\$80) and 3-Trains (\$180) are cheap. The rail network will in the beginning be small anyway. So, greater capitalization will not translate into early increased revenues.

(2) The only thing early high capitalization will do for you is prevent RR #1 from running out of cash later in the game when bigger trains are required. But I am going to show you how to handle that.

(3) Here is the big one --- since either low or high capitalization yields the same revenues, then low capitalization gives you the best ROI (return on investment). That's what you want. You want those initial shares giving the best yield possible. But won't you have cash left over in your personal funds if you set a low PAR? Well, of course, "yes", but you'll use that cash to buy shares in other low share priced RRs that will also have a good ROI. Thus, early game you are looking for good ROI and rapid wealth accumulation. Wealth compounds and early growth equates to more late growth --- all things being equal.

Now, this does not mean that you always IPO at \$67/share. However, you keep it as low as is prudent. You may want to go a little higher like \$71/share or \$76/share in order to cover building some mountain track or placing a station marker or two. So, before floating that first RR ask what you plan to do with it and set your capitalization to match your goals. Now, of course, you could just withhold dividend payments, but remember that will hurt the stock. Instead of seeing the share price go up, it will go down!

Now, we are going to learn how you can use RR #2 to get RR #1 out of trouble as result of having been capitalized fairly low.

Generally, you should have 2 3-Trains in RR #1. Why?

(1) If you floated the right RR and managed it well, then 2 3-Trains should give good revenues.

(2) You need an extra train in RR #1 in order to transfer cash to its treasury.

Also, RR #2 is usually floated for a PAR of \$100/share. This will cost you up to \$600 and result in a treasury of \$1000.

Below, you see me (third down with red hair) with RR #1, PRR, having 2 3-Trains and a weak treasury of \$183. You'll note that revenue of \$270 per run is decent due to the two trains. You'll also note my just float RR #2, CanPan, with a treasury of \$1000.



RR	PAR	Shares	Treasury	Trains
NYC	\$120	5	\$0	5
B&M	\$0	3	\$110	4
C&O	\$30	3	\$0	4
NYNH	\$114	3	\$220	4
PRR	\$183	3	\$270	3
CAN PAC	\$1000	1	\$0	4
B&O	\$230	4	\$170	4

Now, CanPac will buy one of PRR's 3-Trains which will soon rust (go obsolete). In so doing, we can split the \$1000 between our two RRs.

This saves RR #1 while leaving RR #2 with enough cash to operate. In general, you want each RR to have at least \$451. This gives you enough for each to buy a 5-Train (permanent). Thus, can continue paying dividends the entire game and drive up the share price. Additionally, neither RR should end up having to invade your personal funds (your Net Worth) to buy a train.



This is one reason why RR #2 usually IPOs at \$100/share. The other reason is that unlike the early game which focuses on revenue and ROI; the late game focuses on share price appreciation. Generally, share price appreciation does more for your Net Worth in the late game then driving up dividends. So, the higher the PAR for RR #2, the higher the closing share price will be.

We see my final train state below.



Re:1830 - Best Strategy Game - Monday, October 20, 2008 2:19 PM

You'll notice above that I am set with all permanent trains (no rust) compared to my opponents. My opponents are in jeopardy of their 3-Trains (when the first 6-Train is sold) and 4-Trains (when the first Diesel is sold) rusting (disappearing).

You've noticed that many of the Net Worth graphs I have shown where players show a very sharp drop in Net Worth. Well, often it is the result of their trains rusting and the RR having little money in the treasury to buy a \$1100 Diesel. Thus, the President gets nailed with the charge out of his own pocket. I certainly have eliminated that risk for my two RRs, PRR and CanPac.

Re:1830 - Best Strategy Game - Monday, October 20, 2008 2:21 PM

BTW, I have not forgotten about stock picking and will get to it eventually.

Re:1830 - Best Strategy Game - Monday, October 20, 2008 2:43 PM

Stay tuned ... later I want to demonstrate how dumping the single most valuable RR (by a factor of 2X) in the game can actually been turned into a tool of victory. It will be another classic 1830 example of hurting someone else more than you hurt yourself.

Re:1830 - Best Strategy Game - Monday, October 20, 2008 6:08 PM

I just had two uninspiring trading sessions. Yes, I just posted two losses coming in 3rd. and 4th. I know some of you who have been following this thread must think I am some kind of expert. I will admit to knowing this game pretty well. Still after about 600 games, my average at max difficulty is about 50%. That says a lot about the quality of the games challenge and AI implementation.

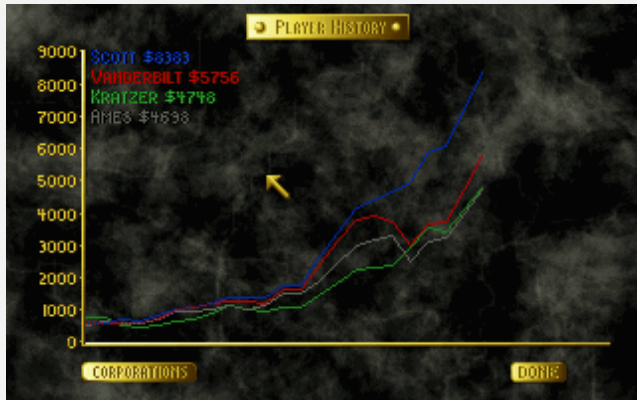
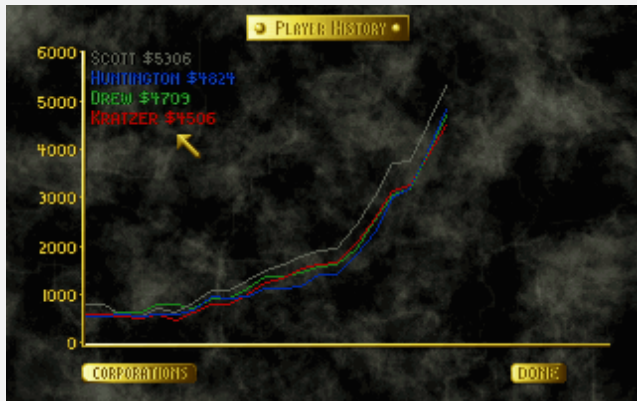
Also, I just show you these two losses ... for one other reason. I've been beta testing games, since 2001 (Panther Games, Mad Minute Games, and AGEOD). I've done these kind of guides before for Falcon 3 H2H (Spectrum Holobyte), European Air War H2H (Microprose), Highway to the Reich (Panther Games), and Conquest of the Aegean (Panther Games) ... smaller stuff for Combat Mission Beyond Overlord

(Battlefront) and Civil War Bull Run (Mad Minute Games) ...

A friend of mine, fellow Panther Games Beta, once said to me "Mark, no one ever does an AAR which highlights that they lose."

Thus, in the interest of fair and balanced reporting of the markets, I have been posting some losses. Additionally, if you ever get so good at this game that you can win 90% of the time, there are many rule variants you can randomly turn on that will alter the basic strategies of the 1830 in a radical fashion. I have tried six player games, games with extended cash, games with extra trains, games with a ninth RR, ... all of them are very different from what I am teaching here. Finally, the PC game even comes with a random map option. However, I understand that the AI tends not to play as strongly (from my reading). The AI is probably hard coded or at least decision weighted to the considerations of the standard North East USA map. Thus, the RR picks and tracks it runs are probably not based on dynamic analysis, but rather static analysis known to the programmers from years of board gaming 1830.

My losses ... one close ... one embarrassing ...



Re: 1830 - Best Strategy Game - Monday, October 20, 2008 7:42 PM

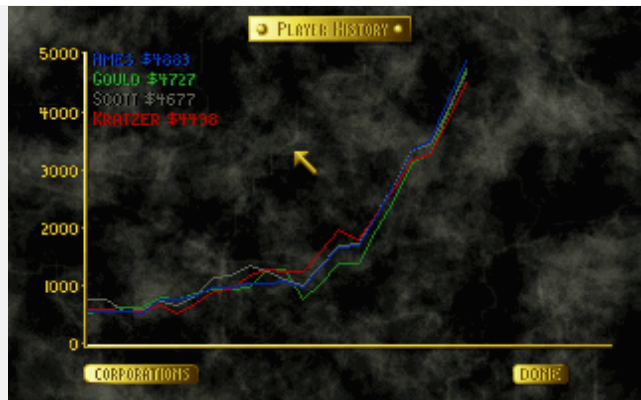
lol good fun all around win or lose.

"The nations of the world will have to unite, for the next war will be an interplanetary war. The nations of the earth must someday make a common front against attack by people from other planets." ---General Douglas MacArthur- Oct. 8, 1955

Re: 1830 - Best Strategy Game - Monday, October 20, 2008 8:02 PM

My third consecutive loss. I am now in a slump.

Unlike most games, 1830 has hardly any randomness (only the initial seating order of players). All other events are determined directly by player actions. So, when you lose with this game, there is no one to blame but yourself! Oh, well ...



Re:1830 - Best Strategy Game - Tuesday, October 21, 2008 2:14 PM

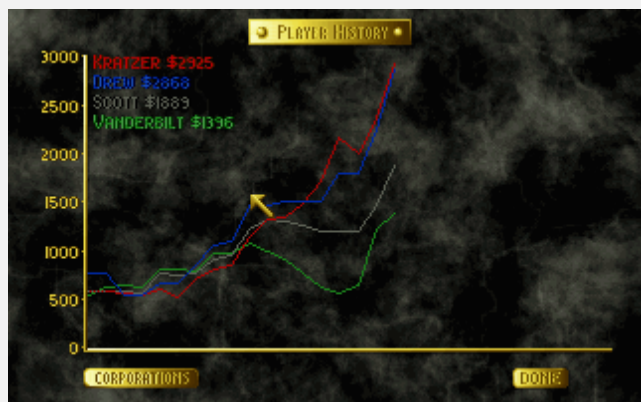
Okay, it's back to manipulating money and markets in the world of 1830 ... you serious readers should really eat this one up.

Today, I intend to show how doing something very counter intuitive is going to win me the game. In many game "building" genres, you carefully build something up and protect its value. But remember in 1830, RRs are just a means to the end.

So, what counter intuitive thing am I going to do? Well, after carefully building up the PRR to be the finest RR in the game, I am going to wreck it and then dump it ... and by so doing, I will pull out a win from a defeat. You are asking why? what? Am I trying to emulate some sort of hedge fund destroying companies while shorting them? ... no, not exactly, there is no shorting in 1830 ... you can only go long.

Let's begin stay with me, since this one requires following some fine points.

We begin with the Net Worth situation. I am running neck and neck with Drew. In fact, it is clear that he is going to win. Why? First, the slope of his curve is steeper than mine. This means he is going to over take me. Second, the AI will thrash my RR stocks and drive their share price down. When you are heading into the end game and it is this close, you are going to LOSE!!!



So, we take away from this that I must do something about Drew in order to win. Now, take a look at the next two screen shots. What is this telling us? I own three RRs (in order of share price): PRR, Can Pac, and Erie. Additionally, we can see that PRR is trading at the highest share price \$170/share and paying the highest dividend of \$250. PRR with a permanent trains stands a good chance at closing the game at \$350/share. My RR!

GAME	INFO	HISTORY	STOCK	TRAINS
NYC	\$1179	\$240	6	
B&M	\$1	\$180	4	5
C&D	\$950	\$170	4	
NYNH	\$824	\$210	4	
PRR	\$51	\$250	5	
CAN PAC	\$74	\$170	4	5
ERIE	\$330	\$140	6	
B&O	\$170	\$190	4	

PRR

\$51

BUY

LAY TRACK

STATION

COLLECT

BUY TRAIN

STOCK MARKET

60	62	71	76	82	90	100	112	126	142	160	180	200	225	250	275	300	325	350
53	60	66	70	76	82	90	100	112	126	142	160	180	200	220	240	260	280	300
46	55	60	65	70	76	82	90	100	111	125	140	155	170	185	200			
39	48	54	60	66	71	76	82	90	100	110	120	130						
32	41	48	55	62	67	71	76	82	90	100								
25	34	42	50	58	65	71	75	80										
18	27	36	45	54	63	67	69	70										
10	20	30	40	50	60	62	68											
10	20	30	40	50	60													
10	20	30	40	50														
10	20	30	40															
10	20	30																

CORP	PRICE	PAR	REV	TREAS
PRR	170	90	250	51
B+O	142	90	190	170
ERIE	100	100	140	330
CAN	80	100	170	74
NYD	71	67	210	824
C+O	58	75	170	950
B+H	50	67	180	1
NYC	25	67	240	1179

Now, let's look at the portfolio's. What does this tell us? Drew holds 30% of PRR. Anytime an investor holds more than 10%, they have a chance of being dumped and/or seizing control. Vanderbilt has the Priority Bid; meaning he will trade first. This also means based on seating order that I will trade before Drew! Reread this small segment ... this is the key to the whole maneuver.

 KRATZER \$658(0) 3 PRR 1 B+O 2 ERIE 1 NYC 2 CAN PAC	 DREW \$790(3) 2 B+O 1 PRR 1 NYD 1 ERIE
 VANDERBILT \$637(4) 2 NYC 2 B+H 1 B+O	 SCOTT \$623(8) 2 NYD 1 NYD 2 ERIE 1 NYC 1 ERIE 1 B+O

So, what's the plan? I am going to strip the PRR clean and then I am going to dump it on Drew. What will this mean? Drew will end up having to buy a Diesel for PRR out of his own pocket for \$1100. (Note, I did need to make sure that Drew didn't have any extra trains in his RRs.)

Let's watch this thing play out. Here we see the Can Pac preparing strip PRR clean. You need to do this on the final rotation of the Operating Round ... so, you don't shoot yourself in the foot. Also, the to be stripped RR must operate before the stripping RR.

GAME INFO HISTORY STOCK TRAINS

BUY NEW OR USED TRAIN

BANK: 0 0 0 0

PRR: 5

ERIE: 6

OTHER TRAINS: PRICE: CANCEL

CANADIAN PACIFIC RAILROADS

\$150

5

BUY TO LAY TRACK STATION END TURN BUY TRAIN

Here's the purchase (we pay the minimum of \$1):



Here's the final state; the once proud PRR is completely crippled, but I still own it.



Okay, it's the opening bell and we're trading:



Here I am about to trade still holding 60% of PRR.



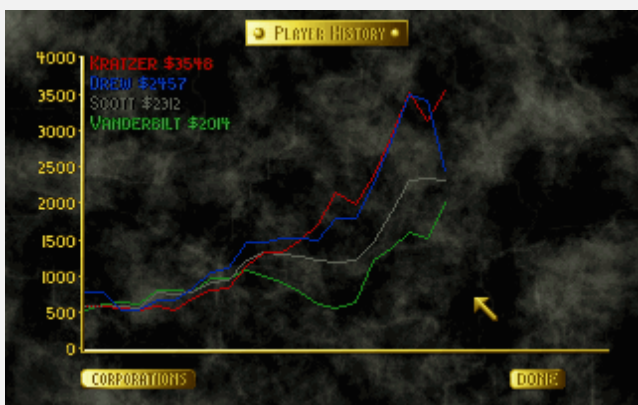
Here it is ... the dump on to Drew!!!



Here is how Drew looks going into the next Operating Round. Yes, Drew did dump the B&O on Vanderbilt, but that does not save him.



Look what happens to Drew after the first rotation of the next Operating Round. Whoa!!! Drew takes a big hit, buying that Diesel out of pocket.



Here is the final Stock Market as the game closes. Notice that PRR is still the best RR in the game. It closes at almost twice the share value of the next closest RR, B&O. \$300/share versus \$170/share.



Despite the strong finish by PRR now owned by Drew, I still complete decked him and he staggers to the finish line. The final Net Worth graph.

